# Virtual Online Faculty Workshop

## General Objective

1.   The purpose of an online workshop is to acquaint faculty members with the virtual classroom that our students will likely encounter in their educational pursuits. The virtual component is a 21st century skill that teachers need to master and implement into their classroom pedagogy.

## Specific Objective

1.   Allow the participant the flexibility of time to complete the requirements of the activity. The workshop components should be announced before the start date of the workshop to allow participants the option to complete at their leisure.
2.   Allow the participants the ability to be self-paced in completing the project.
3.   Allows the participant the option to explore in depth content that they find interesting and applicable.
4.   Encourages the participant to use technological skills that are transferable to the classroom and match the skills of today's students.
5.   Promotes a different approach to learning focused in the technological environment of our students.

## Activities

1.   Decide upon a virtual professional development path that could be customized or pre-designed and available at no charge such as those from the following organizations:
     Edutopia http://www.edutopia.org/instructional-modules
     NCTE http://www.ncte.org/profdev
     NCTM http://www.nctm.org/profdev/default.aspx?id=398
     NSTA http://www.nsta.org/
2.   Explore commercially produced professional development virtual modules including:
     21st Century Schools http://www.21stcenturyschools.com/index.html
3.   Establish a primary theme to be explored by all participants that will have universal impact on improving the quality of instruction by the faculty. Examples include:
     • Integrating Technology into the classroom
     • Authentic Assessments
     • Project Based Learning
     • Differentiated Instruction
     • Multiple Intelligence / Learning Styles
4.   Design "drop in sessions' during the formal workshop week that will support and encourage the implementation on the thematic by the faculty during the school year. Examples might included:
     • Best Practices by colleagues
     • New technologies demonstrated by reps
     • Software programs explained by accomplish personnel
     • Exploratory or innovative activities demonstrated by teachers
     • Supportive and review sessions for programs currently used
     • Latest technologies demonstrated and explained by master trainers

## Evaluation

1.   A formal "reflection session" sometime during the Faculty Workshop will be established to bring the participants together to discuss what they learned from the activity.
2.   Each participant will complete an assessment form that will measure what information was gathered from this activity and how it will be implemented into his/her teaching methodology.
3.   Participants will complete a workshop evaluation form.